

## NOTICES OF PROPOSED RULEMAKING

Unless exempted by A.R.S. § 41-1995, each agency shall begin the rulemaking process by 1st filing a Notice of Proposed Rulemaking, containing the preamble and the full text of the rules, with the Secretary of State's Office. The Secretary of State shall publish the notice along with the Preamble and the full text in the next available issue of the Arizona Administrative Register.

Under the Administrative Procedure Act (A.R.S. § 41-1001 et seq.), an agency must allow at least 30 days to elapse after the publication of the Notice of Proposed Rulemaking in the Register before beginning any proceedings for adoption, amendment, or repeal of any rule. A.R.S. §§ 41-1013 and 41-1022.

### NOTICE OF PROPOSED RULEMAKING

#### TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

#### CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

#### PREAMBLE

- |                            |                          |
|----------------------------|--------------------------|
| <b>1. Section Affected</b> | <b>Rulemaking Action</b> |
| R19-3-345                  | Repeal                   |
| R19-3-346                  | Repeal                   |
| R19-3-347                  | Repeal                   |
| R19-3-348                  | Repeal                   |
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| R19-3-351                  | Repeal                   |
| R19-3-352                  | Repeal                   |
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| R19-3-355                  | Repeal                   |
| R19-3-356                  | Repeal                   |
| R19-3-357                  | Repeal                   |
| R19-3-358                  | Repeal                   |
| R19-3-359                  | Repeal                   |
- 2. The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):**  
Authorizing statute: A.R.S. § 5-504(B)  
Implementing statute: A.R.S. § 5-504(B)
- 3. The name and address of agency personnel with whom persons may communicate regarding the rule:**  
Name: Sandy Williams, Executive Director  
Address: Arizona State Lottery Commission  
4740 East University  
Phoenix, Arizona 85034  
Telephone: (602) 921-4400
- 4. An explanation of the rule, including the agency's reasons for initiating the rule:**  
These instant games have expired, and the repeal process will keep the Lottery's rules current.
- 5. A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant authority of a political subdivision of this state:**  
Not applicable.
- 6. The preliminary summary of the economic, small business, and consumer impact:**  
These instant games have expired and have been replaced by new instant games.

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**7. The name and address of agency personnel with whom persons may communicate regarding the accuracy of the economic, small business, and consumer impact statement:**

Name: Sandy Williams, Executive Director  
Address: Arizona State Lottery Commission  
4740 East University Drive  
Phoenix, Arizona 85034  
Telephone: (602) 921-4400

**8. The time, place, and nature of the proceedings for the adoption, amendment, or repeal of the rule or, if no proceeding is scheduled, where, when, and how persons may request an oral proceeding on the proposed rule.**

Date: January 17, 1996  
Time: 10 a.m.  
Location: Arizona State Lottery Commission  
4740 East University Drive  
Phoenix, Arizona  
Nature: Oral proceeding

**9. Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**

Close of record is 5 p.m., January 16, 1997, for written comments, and at the close of the oral proceeding for verbal comments.

**10. Incorporation by reference and their location in the rules:**

None.

**11. The full text of the rule follows:**

**TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING**

**CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION**

**ARTICLE 3. INSTANT LOTTERY GAMES**

**Section**

R19-3-345. "Royal Flush"  
R19-3-346. "Sizzlin' Slots"  
R19-3-347. "Double Dice"  
R19-3-348. "Wild Thing"  
R19-3-349. "High 5"  
R19-3-351. "3's for the Dough"  
R19-3-352. "EZ Money"  
R19-3-353. "Magic Money"  
R19-3-354. "Coyote Cash"  
R19-3-355. "Treasure Hunt"  
R19-3-356. "Blackjack II"  
R19-3-357. "Hot 7's"  
R19-3-358. "Holiday Cash"  
R19-3-359. "Hoop-De-Dee"

7	SVN
8	EGT
9	NIN
10	TEN
J	JAC
Q	QUE
K	KNG
A	ACE

**D.** The retailer validation code verifies instant winners of a ticket, \$2, \$5, \$10, or \$20. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
FIV	=	\$5
TEN	=	\$10
TWY	=	\$20

**E.** A prize winner in the "ROYAL FLUSH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the ten play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner has two like play symbols, in either five-symbol hand, he or she wins prize showing in matrix on bottom of ticket. If the ticket owner has a "10", "J", "Q", "K", and "A" play symbols in either five-symbol hand, he or she wins prize showing in matrix on bottom of ticket. The prizes are as follows:

MATCH Two SEVEN's	=	Ticket
MATCH Two EIGHT's	=	\$2 (two dollars)
MATCH Two NINE's	=	\$5 (five dollars)
MATCH Two TEN's	=	\$10 (ten dollars)
MATCH Two J's	=	\$20 (twenty dollars)

**ARTICLE 3. INSTANT LOTTERY GAMES**

**R19-3-345. "Royal Flush"**

**A.** Two sets of five play symbols, which are contiguous to each other in two rows, appear under the latex in the play area located on the right side of the front of the ticket and are one of the following: "4", "5", "6", "7", "8", "9", "10", "J", "Q", "K", or "A" with confirming captions.

**B.** A pack-ticket number beginning with 500001 is located below the play area in the lower right portion on the front of the ticket and in the lower center portion on the back of the ticket.

**C.** Play symbol captions correspond with and verify each of the play symbols as follows:

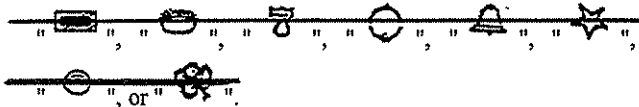
Play Symbol	Caption
4	FOR
5	FIV
6	SIX

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MATCH Two Q's	=	\$40 (forty dollars)
MATCH Two K's	=	\$100 (one hundred dollars)
MATCH One A, K, Q, J, and 10	=	\$1,000 (one thousand dollars)

**R19-3-346. "Sizzlin' Slots"**

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right half of the front of the ticket and are one of the following:



- B. A pack ticket number beginning with 600001 is located in the lower left portion on the front of the ticket and in the lower center portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
	BAR
	GOLD
	SEVN
	ORNG
	BELL
	STAR
	PLUM
	CHER

- D. The retailer validation code verifies instant winners of a TICKET, \$2, \$5, \$10, or \$20. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
FIV	=	\$5
TEN	=	\$10
TWY	=	\$20

- E. A prize winner in the "SIZZLIN' SLOTS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the three play symbols identified as Row 1, Row 2, and Row 3. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols in Row 1, Row 2, or Row 3, he or she wins amount in the prize matrix. The prizes are as follows:

Match 3	CHERRIES	=	FREE TICKET
Match 3	PLUMS	=	\$2 (two dollars)
Match 3	STARS	=	\$5 (five dollars)
Match 3	BELLS	=	\$10 (ten dollars)
Match 3	ORANGES	=	\$20 (twenty dollars)
Match 3	7's	=	\$50 (fifty dollars)
Match 3	Jackpots	=	\$500 (five hundred dollars)
Match 3	Bars	=	\$1000 (one thousand dollars)

**R19-3-347. "Double Dice"**

- A. In the play area located on the right half of the ticket, one play symbol, with the legend YOUR NUMBER printed above, appears alone in the upper left and is one of the following: "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", or "12" with confirming captions.
- B. Five play symbols, contiguous to one another in a circle, appear to the right and below YOUR NUMBER play symbol and are one of the following: "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", or "12" with confirming captions.
- C. A pack ticket number beginning with 700001 is located on the front of the ticket directly under the play area and in the lower center portion on the back of the ticket.
- D. YOUR NUMBER play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
11	ELV
12	TLV

- E. HOUSE NUMBERS play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
11	ELV
12	TLV

- F. The prize symbol appears under the rub-off spot to the right of and below the five HOUSE NUMBERS play symbols on the front of the ticket and is one of the following: "\$1.00", "\$2.00", "\$5.00", "\$10.00", or "\$1000" with confirming captions. The caption "PRIZE" appears above the prize symbol.

- G. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, and \$20. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1
TWO	=	\$2
FIV	=	\$5
TEN	=	\$10
TWY	=	\$20

- H. A prize winner in the "DOUBLE DICE" instant game is determined by removing the latex from the one "YOUR NUMBER" spot, five "HOUSE NUMBERS" spots and the "PRIZE" spot on the front of the ticket. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If "YOUR NUMBER" play symbol matches any of the "HOUSE NUMBERS" play symbols, the player wins the prize in the PRIZE spot; if "YOUR NUMBER" play symbol matches two of the "HOUSE NUMBERS" play symbols, the

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player wins twice the amount of the "PRIZE SPOT". The prizes are as follows:

\$1. <sup>00</sup>	=	\$1 (one dollar)
\$1. <sup>00</sup> + \$1. <sup>00</sup>	=	\$2 (two dollars)
\$2. <sup>00</sup>	=	\$2 (two dollars)
\$5. <sup>00</sup>	=	\$5 (five dollars)
\$5. <sup>00</sup> + \$5. <sup>00</sup>	=	\$10 (ten dollars)
\$10. <sup>00</sup>	=	\$10 (ten dollars)
\$10. <sup>00</sup> + \$10. <sup>00</sup>	=	\$20 (twenty dollars)
\$1,000	=	\$1000 (one thousand dollars)
\$1,000 + \$1,000	=	\$2000 (two thousand dollars)

**R19-3-348. "Wild Thing"**

A. Six play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side of the ticket and are one of the following: "WILD", "\$1.<sup>00</sup>", "\$2.<sup>00</sup>", "\$5.<sup>00</sup>", "\$10.<sup>00</sup>", or "\$5,000" with confirming captions:

B. A pack ticket number is located on the lower right portion of the ticket directly under the play area and begins with 800001.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
WILD	DOUBLE
\$1. <sup>00</sup>	ONE DOL
\$2. <sup>00</sup>	TWO DOL
\$5. <sup>00</sup>	FIVE DOL
\$10. <sup>00</sup>	TEN DOL
\$5,000	FIVE THOU

D. The retailer validation code verifies instant winners of a \$1, \$2, \$4, \$5, and \$10. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1
TWO	=	\$2
FOR	=	\$4
FIV	=	\$5
TEN	=	\$10

E. A prize winner in the "WILD THING" instant game is determined by removing the latex from the front of the ticket to determine the six play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner has any three like play symbols or any two like play symbols and "WILD", he or she wins the corresponding amount in the prize matrix. The prizes are as follows:

Three \$1. <sup>00</sup> 's	=	\$1 (one dollar)
Two \$1. <sup>00</sup> 's + "WILD"	=	\$2 (two dollars)
Three \$2. <sup>00</sup> 's	=	\$2 (two dollars)
Two \$2. <sup>00</sup> 's + "WILD"	=	\$4 (four dollars)
Three \$5. <sup>00</sup> 's	=	\$5 (five dollars)
Two \$5. <sup>00</sup> 's + "WILD"	=	\$10 (ten dollars)
Three \$10. <sup>00</sup> 's	=	\$10 (ten dollars)
Three \$5,000's	=	\$5,000 (five thousand dollars)
Two \$5,000's + "WILD"	=	\$10,000 (ten thousand dollars)

**R19-3-349. "High 5"**

A. Five play symbols, which are contiguous to each other, appear under the latex in the play area located on the lower front of the ticket with "YOUR NUMBERS" printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions. One winning number symbol appears on the lower left front of the ticket with "WINNING #" printed above and is one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions.

B. A pack ticket number beginning with 900001 is located in the lower portion centered directly under the play area on the front of the ticket and on the lower right side on the back of the ticket.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

D. Winning number symbol captions correspond with and verify each of the winning number symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

E. Prize symbol captions correspond with and verify each of the play symbols as follows:

Prize Symbol	Caption
FREE	TICKET
\$2. <sup>00</sup>	TWO DOL
\$5. <sup>00</sup>	FIVE DOL
\$10. <sup>00</sup>	TEN DOL
\$50. <sup>00</sup>	FTY DOL
\$500	FIV HUND
\$5,000	FIVE THOU

F. The retailer validation code verifies instant winners of a TICKET, \$4.<sup>00</sup>, \$5.<sup>00</sup>, \$8.<sup>00</sup>, \$10.<sup>00</sup>, \$15.<sup>00</sup>, \$20.<sup>00</sup>, or \$25.<sup>00</sup>. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	FREE TICKET
FOR	=	\$4
FIV	=	\$5
EGT	=	\$8
TEN	=	\$10
FTN	=	\$15
TWY	=	\$20
TWF	=	\$25

G. A prize winner in the "HIGH 5" instant game is determined by removing the latex from the play area on the front of the ticket to determine the five play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner's "YOUR NUMBER" symbol matches the "WINNING NUMBER" symbol, he or she wins the prize directly under the play symbol. There may be five winning matches on a ticket. The prizes are as follows:

FREE	=	FREE TICKET or
\$2. <sup>00</sup> x 2	=	\$4 (four dollars) or
\$5. <sup>00</sup>	=	\$5 (five dollars) or

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\$2. <sup>00</sup> x 4	=	\$8 (eight dollars) or
\$2. <sup>00</sup> x 5	=	\$10 (ten dollars) or
\$5. <sup>00</sup> x 2	=	\$10 (ten dollars) or
\$10. <sup>00</sup>	=	\$10 (ten dollars) or
\$5. <sup>00</sup> x 3	=	\$15 (fifteen dollars) or
\$5. <sup>00</sup> x 4	=	\$20 (twenty dollars) or
\$5. <sup>00</sup> x 5	=	\$25 (twenty-five dollars) or
\$50. <sup>00</sup>	=	\$50 (fifty dollars) or
\$50. <sup>00</sup> x 2	=	\$100 (one hundred dollars) or
\$50. <sup>00</sup> x 5	=	\$250 (two hundred fifty dollars) or
\$500	=	\$500 (five hundred dollars) or
\$5,000	=	\$5,000 (five thousand dollars) or
\$5,000 x 5	=	\$25,000 (twenty-five thousand dollars)

**R19-3-351. "3's for the Dough"**

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.
- B. A pack ticket number beginning with 000001 is located in the lower right portion directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN

- D. The retailer validation code verifies instant winners of a FREE TICKET, \$3, \$13, \$23, and \$33. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
THR	=	\$3
THN	=	\$13
TWT	=	\$23
TRR	=	\$33

- E. A prize winner in the "3's FOR THE DOUGH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner has three "3" play symbols in any one row, column, or diagonal, he or she wins the prize indicated. A player may win only one time on a ticket. The prizes are as follows:

Right Column	=	FREE TICKET or
Center Column	=	\$3 (three dollars) or
Left Column	=	\$13 (thirteen dollars) or
Top Row	=	\$23 (twenty-three dollars) or
Center Row	=	\$33 (thirty-three dollars) or
Bottom Row	=	\$333 (three hundred thirty-three dollars) or
Either Diagonal	=	\$3333 (three thousand three hundred and thirty-three dollars)

**R19-3-352. "E-Z Money"**

- A. In the latex play area located on the right side of the ticket, one play symbol appears alone on the right with BANK COIN printed above and is one of the following: "1¢", "5¢", "10¢", "25¢", or "50¢" with confirming captions. Three play symbols contiguous to one another in one row directly under the BANK COIN play symbol appear with YOUR COIN printed above and are one of the following: "1¢", "5¢", "10¢", "25¢", or "50¢" with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
01¢	PENNY
05¢	NICKEL
10¢	DIME
25¢	QUARTER
50¢	HALF

- B. Three prize symbols appear in one row directly under the play symbol captions with PRIZE printed above and are one of the following: "FREE", "\$1.<sup>00</sup>", "\$2.<sup>00</sup>", "\$5.<sup>00</sup>", "\$10.<sup>00</sup>", or "\$500" with confirming captions.
- C. A pack ticket number beginning with 100001 is located on the lower right side directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.
- D. The retailer validation code verifies instant winners of a TICKET, \$2, \$3, \$4, \$5, \$10, \$20, or \$25. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	FREE TICKET
TWO	=	\$2
THR	=	\$3
FOR	=	\$4
FIV	=	\$5
TEN	=	\$10
TWY	=	\$20
TWF	=	\$25

- E. A prize winner in the "E-Z MONEY" instant game is determined by removing the latex from the play area on the front of the ticket to determine the one BANK COIN play symbol and the three YOUR COIN play symbols. Neither the retailer validation code (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If any of YOUR COIN play symbols matches the BANK COIN play symbol, the player wins the prize shown in the spot directly below that winning YOUR COIN play symbol. There may be three winning YOUR COIN play symbols on a ticket. The prizes are as follows:

FREE	=	TICKET
\$1. <sup>00</sup> + \$1. <sup>00</sup>	=	\$2 (two dollars) or
\$1. <sup>00</sup> + \$1. <sup>00</sup> + \$1. <sup>00</sup>	=	\$3 (three dollars) or
\$2. <sup>00</sup> + \$2. <sup>00</sup>	=	\$4 (four dollars) or
\$1. <sup>00</sup> + \$2. <sup>00</sup> + \$2. <sup>00</sup>	=	\$5 (five dollars) or
\$10. <sup>00</sup>	=	\$10 (ten dollars) or
\$10. <sup>00</sup> + \$10. <sup>00</sup>	=	\$20 (twenty dollars) or
\$5. <sup>00</sup> + \$10. <sup>00</sup> + \$10. <sup>00</sup>	=	\$25 (twenty-five dollars) or
\$500	=	\$500 (five hundred dollars)
or		
\$500 + \$500	=	\$1000 (one thousand dollars) or
\$500 + \$500 + \$500	=	\$1,500 (fifteen hundred dollars)

**R19-3-353. "Magic Money"**

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with MAGIC NUMBER printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions. Three play symbols appear in a vertical row with

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YOUR NUMBER printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

- B. Three prize symbols appear in a vertical row with PRIZE printed above and are one of the following: "FREE", "\$1.<sup>00</sup>", "\$2.<sup>00</sup>", "\$5.<sup>00</sup>", or "\$1000" with confirming captions.
- C. A pack ticket number beginning with 200001 is located on the lower right side directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.
- D. The retailer validation code verifies instant winners of a TICKET, \$2, \$3, \$5, \$8, \$9, \$10, or \$15. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
THR	=	\$3
FIV	=	\$5
EGT	=	\$8
NIN	=	\$9
TEN	=	\$10
FTN	=	\$15

- E. A prize winner in the "MAGIC MONEY" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as Game One, the two play symbols and prize symbol identified as Game Two, and the two play symbols and prize symbol identified as Game Three. Neither the retailer validation code (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket holder's YOUR NUMBER beats the MAGIC NUMBER in either Game One or Game Two or Game Three, he or she wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

FREE	=	TICKET
\$1. <sup>00</sup> + \$1. <sup>00</sup>	=	\$2 (two dollars)
\$2. <sup>00</sup>	=	\$2 (two dollars)
\$1. <sup>00</sup> + \$1. <sup>00</sup> + \$1. <sup>00</sup>	=	\$3 (three dollars)
\$1. <sup>00</sup> + \$2. <sup>00</sup>	=	\$3 (three dollars)
\$5. <sup>00</sup>	=	\$5 (five dollars)
\$1. <sup>00</sup> + \$2. <sup>00</sup> + \$2. <sup>00</sup>	=	\$5 (five dollars)
\$1. <sup>00</sup> + \$2. <sup>00</sup> + \$5. <sup>00</sup>	=	\$8 (eight dollars)
\$2. <sup>00</sup> + \$2. <sup>00</sup> + \$5. <sup>00</sup>	=	\$9 (nine dollars)
\$5. <sup>00</sup> + \$5. <sup>00</sup>	=	\$10 (ten dollars)
\$5. <sup>00</sup> + \$5. <sup>00</sup> + \$5. <sup>00</sup>	=	\$15 (fifteen dollars)
\$1000	=	\$1000 (one thousand dollars)
\$1000 + \$1000	=	\$2000 (two thousand dollars)
\$1000 + \$1000 + \$1000	=	\$3,000 (three thousand dollars)

**R19-3-354. "Coyote Cash"**

- A. Six play symbols, which are contiguous to each other, appear under the latex in the play area located on the right side of the

ticket are one of the following: "FREE", "\$1.<sup>00</sup>", "\$2.<sup>00</sup>", "\$5.<sup>00</sup>", "\$10.<sup>00</sup>", "\$20.<sup>00</sup>", or "\$10,000" with confirming captions.

- B. A pack ticket number beginning with 300001 is located on the lower right side directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
FREE	TICKET
\$1. <sup>00</sup>	ONE DOL
\$2. <sup>00</sup>	TWO DOL
\$5. <sup>00</sup>	FIV DOL
\$10. <sup>00</sup>	TEN DOL
\$20. <sup>00</sup>	TWTY DOL
\$10,000	TEN THOU

- D. The retailer validation code verifies instant winners of a "TICKET", \$1, \$2, \$5, \$10, or \$20. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
ONE	=	\$1
TWO	=	\$2
FIV	=	\$5
TEN	=	\$10
TWY	=	\$20

- E. A prize winner in the "COYOTE CASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the six play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches any three like play symbols, he or she wins that prize. The prizes are as follows:

Three FREE's	FREE TICKET or
Three \$1. <sup>00</sup>	\$1 (one dollar) or
Three \$2. <sup>00</sup>	\$2 (two dollars) or
Three \$5. <sup>00</sup>	\$5 (five dollars) or
Three \$10. <sup>00</sup>	\$10 (ten dollars) or
Three \$20. <sup>00</sup>	\$20 (twenty dollars) or
Three \$10,000	\$10,000 (ten thousand dollars)

**R19-3-355. "Treasure Hunt"**

- A. Four play symbols, which are contiguous to each other, appear under the latex in the play area located on the lower front of the ticket with "YOUR TREASURE" printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions. One winning number symbol appears on the upper right front of the ticket with "KEY" printed above and is one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions.
- B. A pack ticket number beginning with 400001 is located in the lower portion centered directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT

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- D. Winning-number-symbol captions correspond with and verify each of the winning-number-symbols as follows:

KEY Winning # Symbol Caption

9	NIN
10	TEN
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

- E. Prize-symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
FREE	TICKET
\$1. <sup>00</sup>	ONE DOL
\$2. <sup>00</sup>	TWO DOL
\$4. <sup>00</sup>	FOUR DOL
\$8. <sup>00</sup>	EGT DOL
\$25. <sup>00</sup>	TWTY FIVE
\$1,000	ONE THOU

- F. The retailer validation code verifies instant winners of a TICKET, \$2.<sup>00</sup>, \$3.<sup>00</sup>, \$4.<sup>00</sup>, \$8.<sup>00</sup>, \$10.<sup>00</sup>, or \$16.<sup>00</sup>. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	FREE TICKET
TWO	=	\$2
THR	=	\$3
FOR	=	\$4
EGT	=	\$8
TEN	=	\$10
SXT	=	\$16

- G. A prize winner in the "TREASURE HUNT" instant game is determined by removing the latex from the play area on the front of the ticket to determine the four play symbols and the winning-number symbol. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner's "YOUR TREASURE" symbol matches the "KEY" winning-number symbol, he or she wins the prize directly under the play symbol. There may be four winning matches on a ticket. The prizes are as follows:

FREE	=	FREE TICKET or
\$2. <sup>00</sup>	=	\$2 (two dollars) or
\$1. <sup>00</sup> x 2	=	\$2 (two dollars) or
\$1. <sup>00</sup> x 3	=	\$3 (three dollars) or
\$1. <sup>00</sup> x 4	=	\$4 (four dollars) or
\$2. <sup>00</sup> x 4	=	\$8 (eight dollars) or
\$8. <sup>00</sup>	=	\$8 (eight dollars) or
\$4. <sup>00</sup> x 2 + \$1. <sup>00</sup> x 2	=	\$10 (ten dollars) or
\$4. <sup>00</sup> x 4	=	\$16 (sixteen dollars) or
\$8. <sup>00</sup> + \$4. <sup>00</sup> x 2	=	\$16 (sixteen dollars) or
\$25. <sup>00</sup>	=	\$2 (twenty-five dollars) or
\$25. <sup>00</sup> x 2	=	\$50 (fifty dollars) or
\$25. <sup>00</sup> x 3	=	\$75 (seventy-five dollars)
or		
\$25. <sup>00</sup> x 4	=	\$100 (one hundred dollars)
or		
\$1,000 x 4	=	\$4,000 (four thousand dollars).

**R19-3-356. "Blackjack II"**

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with YOUR HAND printed above and are one of the following: "12", "13", "14", "15", "16", "17", "18", "19", "20", or "21" with confirming captions. Three play symbols appear in a vertical row with DEALER'S HAND printed above and are one of the following: "12", "13", "14", "15", "16", "17", "18", "19", or "20", with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
12	TWLV
13	THRT
14	FRTN
15	FFTN
16	SXTN
17	SVTN
18	EGTN
19	NINT
20	TWTY
21	TWON

- B. Three prize symbols appear in a vertical row with PRIZE printed above and are one of the following: "FREE", "\$1.<sup>00</sup>", "\$2.<sup>00</sup>", "\$5.<sup>00</sup>", "\$1,000", or "\$21,000" with confirming captions.

- C. A pack-ticket number is located on the lower right side of the front of the ticket and on the lower middle portion of the back of the ticket and begins with 500001.

- D. The retailer validation code verifies instant winners of a TICKET, \$2, \$3, \$5, \$8, \$9, \$10, or \$15. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
THR	=	\$3
FIV	=	\$5
EGT	=	\$8
NIN	=	\$9
TEN	=	\$10
FTN	=	\$15

- E. A prize winner in the "BLACKJACK II" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as HAND 1, the two play symbols and prize symbol identified as HAND 2, and the two play symbols and prize symbol identified as HAND 3. Neither the retailer validation code (or any portion thereof) nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder's YOUR HAND beats DEALER'S HAND in either HAND 1, HAND 2, or HAND 3, he or she wins the prize shown for that game. There may be three winning hands on a ticket. The prizes are as follows:

FREE	=	TICKET
\$1. <sup>00</sup> + \$1. <sup>00</sup>	=	\$2 (two dollars)
\$2. <sup>00</sup>	=	\$2 (two dollars)
\$1. <sup>00</sup> + \$2. <sup>00</sup>	=	\$3 (three dollars)
\$1. <sup>00</sup> + \$1. <sup>00</sup> + \$1. <sup>00</sup>	=	\$3 (three dollars)
\$5. <sup>00</sup>	=	\$5 (five dollars)
\$1. <sup>00</sup> + \$2. <sup>00</sup> + \$2. <sup>00</sup>	=	\$5 (five dollars)
\$1. <sup>00</sup> + \$2. <sup>00</sup> + \$5. <sup>00</sup>	=	\$8 (eight dollars)
\$2. <sup>00</sup> + \$2. <sup>00</sup> + \$5. <sup>00</sup>	=	\$9 (nine dollars)
\$5. <sup>00</sup> + \$5. <sup>00</sup>	=	\$10 (ten dollars)
\$5. <sup>00</sup> + \$5. <sup>00</sup> + \$5. <sup>00</sup>	=	\$15 (fifteen dollars)
\$1,000	=	\$1,000 (one thousand dollars)

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\$5,000 = \$5,000 (five thousand dollars)  
 \$21,000 = \$21,000 (twenty-one thousand dollars)

**R19-3-357. "Hot 7's"**

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.
- B. A pack ticket number beginning with 600001 is located in the lower center portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THREE
4	FOUR
5	FIVE
6	SIX
7	SEVEN
8	EIGHT
9	NINE

- D. The retailer validation code verifies instant winners of a FREE TICKET, \$2, \$7, and \$17. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
SVN	=	\$7
SVT	=	\$17

- E. A prize winner in the "HOT 7's" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner has three "7" play symbols in any one row, column, or diagonal, he or she wins the prize indicated. A player may win only one time on a ticket. The prizes are as follows:

Right Column	=	FREE TICKET or
Center Column	=	\$2 (two dollars) or
Left Column	=	\$7 (seven dollars) or
Top Row	=	\$17 (seventeen dollars) or
Center Row	=	\$77 (seventy-seven dollars) or
Bottom Row	=	\$777 (seven hundred seventy-seven dollars) or
Either Diagonal	=	\$7777 (seven thousand seven hundred seventy-seven dollars)

**R19-3-358. "Holiday Cash"**

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "FREE", "\$2<sup>00</sup>", "\$5<sup>00</sup>", "\$10<sup>00</sup>", "\$15<sup>00</sup>", "\$20<sup>00</sup>", "\$25<sup>00</sup>", "\$100", or "\$500" with confirming captions.
- B. A pack ticket number beginning with 700001 is located in the lower center portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
FREE	TICKET
\$2 <sup>00</sup>	TWO DOL

\$5 <sup>00</sup>	FIV DOL
\$10 <sup>00</sup>	TEN DOL
\$15 <sup>00</sup>	FTN DOL
\$20 <sup>00</sup>	TWY DOL
\$25 <sup>00</sup>	TWY FIV
\$100	ONE HUND
\$500	FIV HUND

- D. The retailer validation code verifies instant winners of a TICKET, \$2, \$5, \$10, \$15, \$20, or \$25. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
FIV	=	\$5
TEN	=	\$10
FTN	=	\$15
TWY	=	\$20
TWF	=	\$25

- E. A prize winner in the "HOLIDAY CASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. The prizes are as follows:

Match 3	FREE	=	TICKET
Match 3	\$2 <sup>00</sup>	=	\$2 (two dollars) or
Match 3	\$5 <sup>00</sup>	=	\$5 (five dollars) or
Match 3	\$10 <sup>00</sup>	=	\$10 (ten dollars) or
Match 3	\$15 <sup>00</sup>	=	\$15 (fifteen dollars) or
Match 3	\$20 <sup>00</sup>	=	\$20 (twenty dollars) or
Match 3	\$25 <sup>00</sup>	=	\$25 (twenty-five dollars) or
Match 3	\$100	=	\$100 (one hundred dollars) or
Match 3	\$500	=	\$500 (five hundred dollars)

**R19-3-359. "Hoop-De-Do"**

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with YOUR SCORE printed above and are one of the following: "82", "84", "86", "88", "90", "91", "93", "95", "97", or "99" with confirming captions. Three play symbols appear in a vertical row with THEIR SCORE printed above and are one of the following: "82", "84", "86", "88", "90", "91", "93", "95", "97", or "99" with confirming captions.

- B. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
82	ETY2
84	ETY4
86	ETY6
88	ETY8
90	NNTY
91	NNT1
93	NNT3
95	NNT5
97	NNT7
99	NNT9

- C. Three prize symbols appear in a vertical row with PRIZE printed above and are one of the following: "FREE", "\$1<sup>00</sup>", "\$2<sup>00</sup>", "\$5<sup>00</sup>", or "\$500" with confirming captions.

- D. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
FREE	TICKET
\$1 <sup>00</sup>	ONE DOL



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- |                    |          |
|--------------------|----------|
| \$2. <sup>00</sup> | TWO-DOL  |
| \$5. <sup>00</sup> | FIV-DOL  |
| \$500              | FIV-HUND |
- E. One prize symbol appears directly under the play area with BONUS BOX printed above and is one of the following: "SUNS T-SHIRT" or "TRY AGAIN".
- F. A pack ticket number beginning with 800001 is located in the lower center portion on the back of the ticket.
- G. The retailer validation code verifies instant winners of a TICKET, \$2, \$3, \$5, \$8, \$9, \$10, or \$15. The retailer validation code which corresponds with and verifies each of these winners is as follows:
- |     |   |        |
|-----|---|--------|
| TIC | = | TICKET |
| TWO | = | \$2    |
| THR | = | \$3    |
| FIV | = | \$5    |
| EGT | = | \$8    |
| NIN | = | \$9    |
| TEN | = | \$10   |
| FTN | = | \$15   |
- H. A prize winner in the "HOOP DE DOO" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as Game One, the two play symbols and prize symbol identified as Game Two, the two play symbols and prize symbol identified as Game Three, and one play symbol identified as BONUS BOX. Neither the retailer validation code (or any portion thereof) nor the validation number (or any portion

thereof) are play symbols and are not usable or playable as such. If the ticket holder's YOUR SCORE beats THEIR SCORE in either Game One or Game Two or Game Three, he or she wins the prize shown for that game. There may be three winning games on a ticket. If the ticket holder collects five tickets with "T-SHIRT" play symbol in the BONUS BOX, he or she wins a special edition, officially licensed Suns T-shirt. The prizes are as follows:

FREE	= TICKET
\$1. <sup>00</sup> + \$1. <sup>00</sup>	= \$2 (two dollars) or
\$2. <sup>00</sup>	= \$2 (two dollars) or
\$1. <sup>00</sup> + \$2. <sup>00</sup>	= \$3 (three dollars) or
\$1. <sup>00</sup> + \$1. <sup>00</sup> + \$1. <sup>00</sup>	= \$3 (three dollars) or
\$5. <sup>00</sup>	= \$5 (five dollars) or
\$1. <sup>00</sup> + \$2. <sup>00</sup> + \$2. <sup>00</sup>	= \$5 (five dollars) or
\$1. <sup>00</sup> + \$2. <sup>00</sup> + \$5. <sup>00</sup>	= \$8 (eight dollars) or
\$2. <sup>00</sup> + \$2. <sup>00</sup> + \$5. <sup>00</sup>	= \$9 (nine dollars) or
\$5. <sup>00</sup> + \$5. <sup>00</sup>	= \$10 (ten dollars) or
\$5. <sup>00</sup> + \$5. <sup>00</sup> + \$5. <sup>00</sup>	= \$15 (fifteen dollars) or
\$500	= \$500 (five hundred dollars) or
\$500 + \$500	= \$1,000 (one thousand dollars) or
\$500 + \$500 + \$500	= \$1,500 (fifteen hundred dollars) or
5 tickets with "T-SHIRT"	= Suns T-shirt in BONUS BOX

## NOTICE OF PROPOSED RULEMAKING

### TITLE 20. COMMERCE, BANKING, AND INSURANCE

#### CHAPTER 3. OFFICE OF TOURISM

##### PREAMBLE

- | 1. Section Affected | Rulemaking Action |
|---------------------|-------------------|
| R20-3-101           | Amend             |
| R20-3-102           | Amend             |
| R20-3-103           | Amend             |
| R20-3-104           | Amend             |
2. The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):  
 Authorizing statute: A.R.S. § 41-2305  
 Implementing statute: A.R.S. § 41-2305
3. The name and address of agency personnel with whom persons may communicate regarding the rule:  
 Name: Gary Vrabel, Assistant Director  
 Address: Office of Tourism  
 2702 North 3rd Street, Suite 4015  
 Phoenix, Arizona 85004-4608  
 Telephone: (602) 230-7733  
 Fax: (602) 255-4600
4. An explanation of the rule, including the agency's reasons for initiating the rule:  
 These rules govern the joint venture program between the state and private corporations. This rulemaking updates these rules for clarity and understanding.
5. A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant authority of a political subdivision of this state:  
 Not applicable.

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**6. The preliminary summary of the economic, small business, and consumer impact:**

Since no substantive information has been changed or added in these rules, the economic, small business, and consumer impact is unchanged.

**7. The name and address of agency personnel with whom persons may communicate regarding the accuracy of the economic, small business, and consumer impact statement:**

Name: Gary Vrabel, Assistant Director  
Address: Office of Tourism  
2702 North 3rd Street, Suite 4015  
Phoenix, Arizona 85004-4608  
Telephone: (602) 230-7733  
Fax: (602) 255-4600

**8. The time, place, and nature of the proceedings for the adoption, amendment, or repeal of the rule or, if no proceeding is scheduled, where, when, and how persons may request an oral proceeding on the proposed rule.**

Date: January 6, 1997  
Time: 10 a.m.  
Location: Office of Tourism  
2702 North 3rd Street, Suite 4015  
Phoenix, Arizona 85004-4608  
Nature: Oral proceeding

Written comments on the proposed rules or preliminary economic, small business, and consumer impact statement must be received by 5 p.m., January 8, 1997. The Department is committed to complying with the Americans with Disabilities Act. If an individual with a disability needs any type of accommodation, please contact Kathy Dahnk, (602) 248-1500, at least 72 hours before the oral proceeding.

**9. Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**  
Not applicable.

**10. Incorporation by reference and their location in the rules:**  
None.

**11. The full text of the rule follows:**

**TITLE 20. COMMERCE, BANKING, AND INSURANCE**

**CHAPTER 3. OFFICE OF TOURISM**

**ARTICLE 1. JOINT-VENTURES**

**Section**

- R20-3-101. Definitions  
R20-3-102. ~~Application Joint-Venture Procedure Procedures, Costs, and Marketing Plan Application Procedures~~  
R20-3-103. Standards for Participants  
R20-3-104. Conditions of Participation

**ARTICLE 1. JOINT-VENTURES**

**R20-3-101. Definitions**

In these rules, unless the context otherwise requires, The following term applies to this Article. "joint joint-venture activity" means a united tourism-related, advertising, or promotional activity between the Office of Tourism (the Office) and 1 or more private corporations.

**R20-3-102. ~~Application Joint-venture Procedure Procedures, Costs, and Marketing Plan Application Procedures~~**

A private corporation may apply that wishes to participate in a joint-venture activity in one of the following ways shall, on its own initiative or in response to an Office request, submit the following information:

1. Corporation-initiated proposal.
  - a. The corporation shall submit an application setting

~~forth the nature of the activity, the benefit to the state from engaging in the activity, the markets to be reached, and projected numbers of people to be reached.~~

- b. ~~A projected budget, setting forth both the private and Office allocation of monies, shall accompany the application.~~

1. The name and mailing address of the applicant corporation;
2. The physical address, if different from the mailing address;
3. The name and telephone number of the project coordinator;
4. The beginning and ending dates of the project;
5. The federal employer identification number;
6. A description of the project;
7. The benefit to the state from engaging in the joint-venture activity;
8. The markets to be reached;
9. The projected numbers of people to be reached; and
10. A projected budget, describing the allocation of monies.
2. Proposals in response to Office requests for proposals.
  - a. ~~The Office may request proposals from private corporations to enter into a joint-venture activity proposed by the Office;~~

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- b. ~~The corporation shall set forth, in its proposal, the information required in subsection (1) above.~~

**R20-3-103. Standards for Participants**

In determining whether to enter into a joint-venture activity, the Office shall consider the following standards:

1. ~~How does~~ Does the proposal supplement the AOT Office's marketing objectives?
2. Is the proposal for ~~a major~~ an Arizona market identified in the Office's annual marketing plan?
3. ~~What is the experience of~~ Does the private corporation have experience in marketing Arizona a destination in the market to be selected?
4. Is it in the Office's best financial interest to participate?
5. ~~What is~~ Is the potential impact of the program joint-venture activity beneficial to ~~on~~ tourism in Arizona?

6. Is the marketing philosophy of the private corporation compatible with the marketing philosophy of the Office?

**R20-3-104. Conditions of Participation**

~~A If the Office decides to enter into a joint-venture activity with a private corporation, the private corporation shall agree to the following conditions of participation:~~

1. The private corporation shall supply a minimum of 50% of the monies in cash or in kind for the joint-venture activity.
2. ~~No monies will be paid by the~~ The state shall pay no monies before prior to receipt of the services.
3. The Director of the Arizona Office of Tourism shall be the final authority for all joint-venture activity.